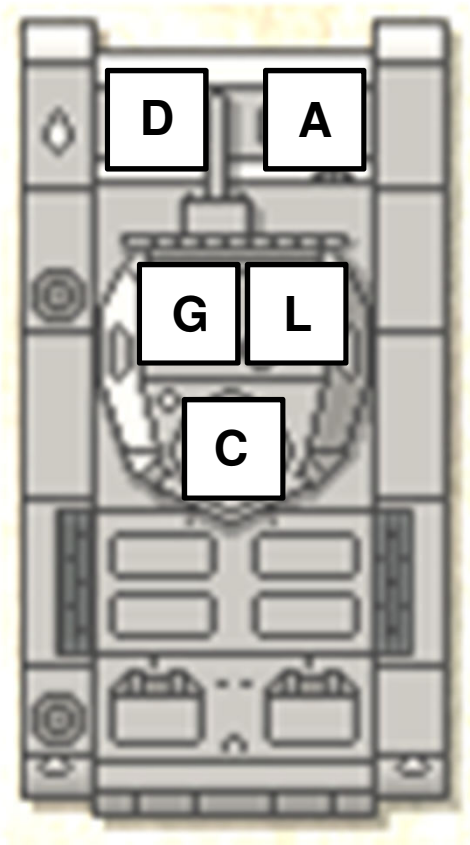


Pz III E



Characteristics

Gun: 37 L (37mm L45)
Gun to Hit: 5+ / 8+ / 11+
Penetration: -6 / -7 / -9 (HE -11)
Gun Rounds: 131
Rate of Fire: 7+
Hull Armour: 3 / 3 / 2
Turret Armour: 3 / 3 / 3

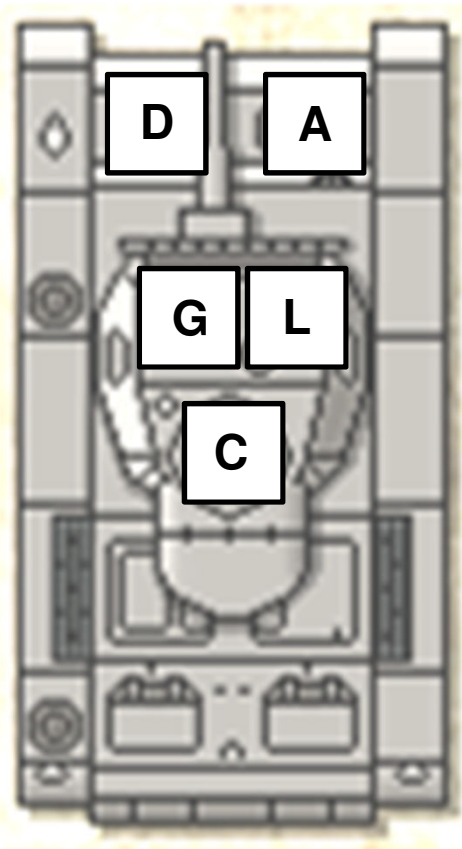
	HE	AP
Gun Load		

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III F



Characteristics

Gun: 50 (50mm L42)
Gun to Hit: 5+ / 8+ / 11+
Penetration: -3 / -5 / -7 (HE -10)
Gun Rounds: 99
Rate of Fire: 8+
Hull Armour: 3 / 3 / 2
Turret Armour: 3 / 3 / 3

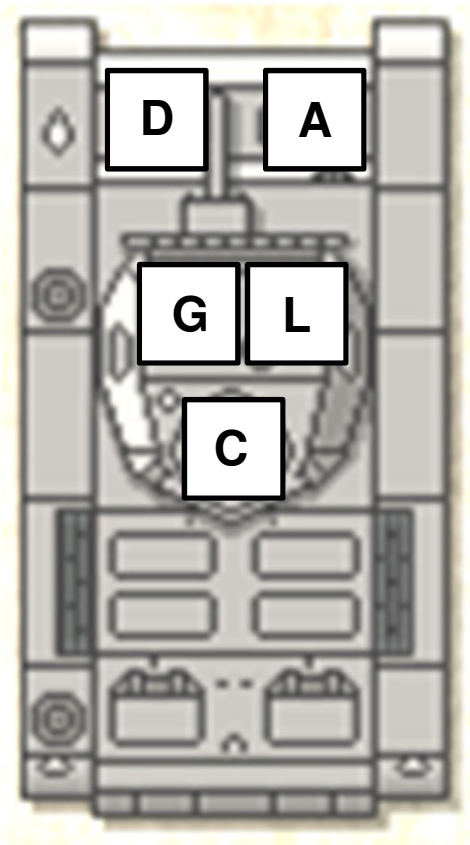
	HE	AP
Gun Load		

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III G



Characteristics

Gun: 37 L (37mm L45)
Gun to Hit: 5+ / 8+ / 11+
Penetration: -6 / -7 / -9 (HE -11)
Gun Rounds: 131
Rate of Fire: 7+
Hull Armour: 3 / 3 / 3
Turret Armour: 3 / 3 / 3

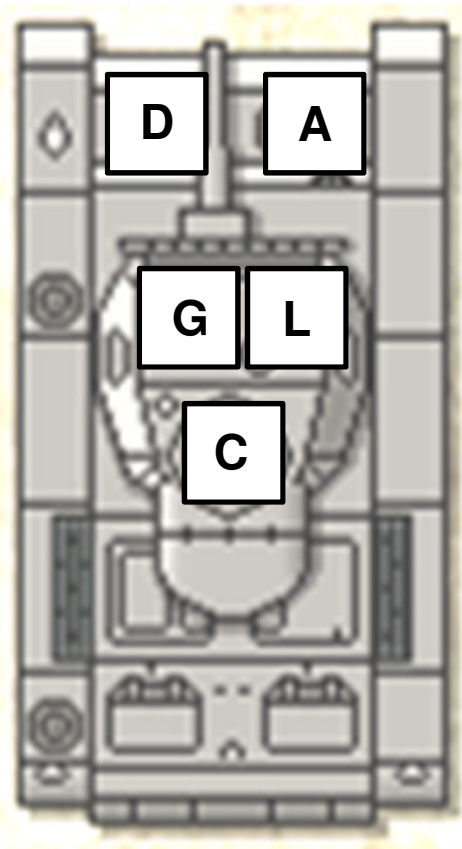
	HE	AP
Gun Load	<div></div>	<div></div>

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III G2



Characteristics

Gun: 50 (50mm L42)
Gun to Hit: 5+ / 8+ / 11+
Penetration: -3 / -5 / -7 (HE -10)
Gun Rounds: 99
Rate of Fire: 8+
Hull Armour: 3 / 3 / 3
Turret Armour: 3 / 3 / 3

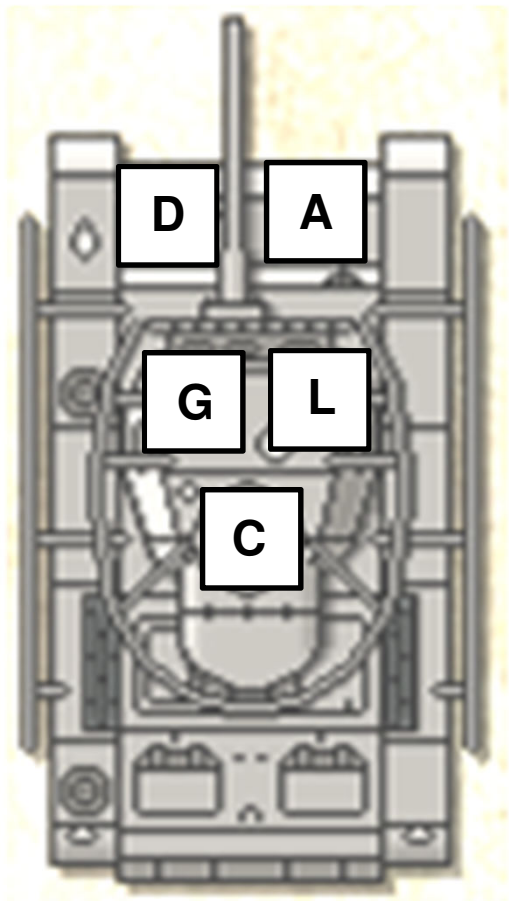
	HE	AP
Gun Load	<div></div>	<div></div>

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III H



Characteristics

Gun: 50 (50mm L42)
Gun to Hit: 5+ / 8+ / 11+
Penetration: -3 / -5 / -7 (HE -10)
Gun Rounds: 99
Rate of Fire: 8+
Hull Armour: 6 / 3 / 4
Turret Armour: 3 / 3 / 3

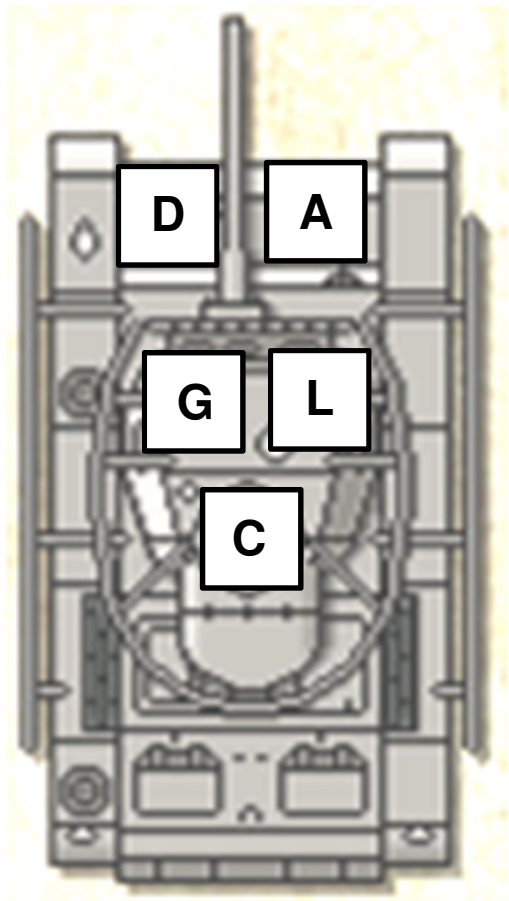
	HE	AP
Gun Load		

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III J



Characteristics

Gun: 50 L (50mm L60)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -10)
Gun Rounds: 99
Rate of Fire: 8+
Hull Armour: 5 / 3 / 5
Turret Armour: 3 / 3 / 3

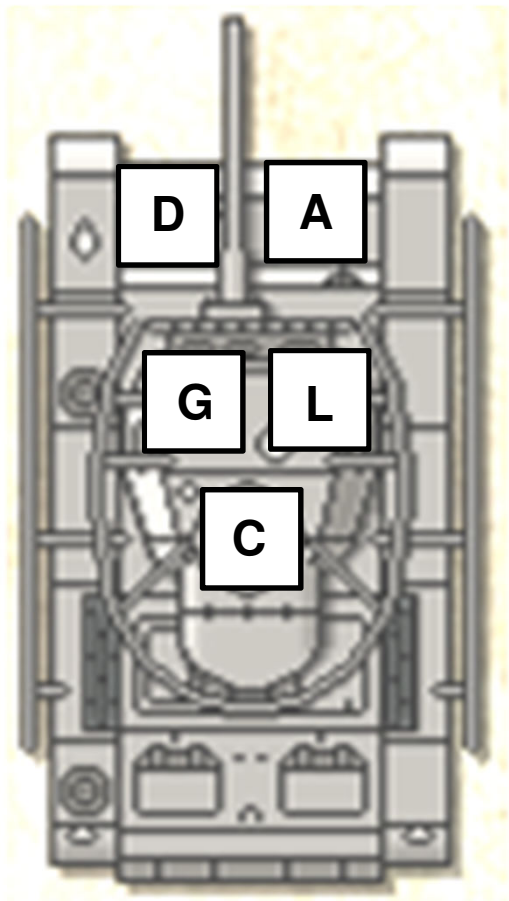
	HE	AP
Gun Load		

Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III L



Characteristics

Gun: 50 L (50mm L60)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -10)
Gun Rounds: 92
Rate of Fire: 8+
Hull Armour: 7 / 3 / 5
Turret Armour: 6 / 3 / 3

	HE	AP
Gun Load		

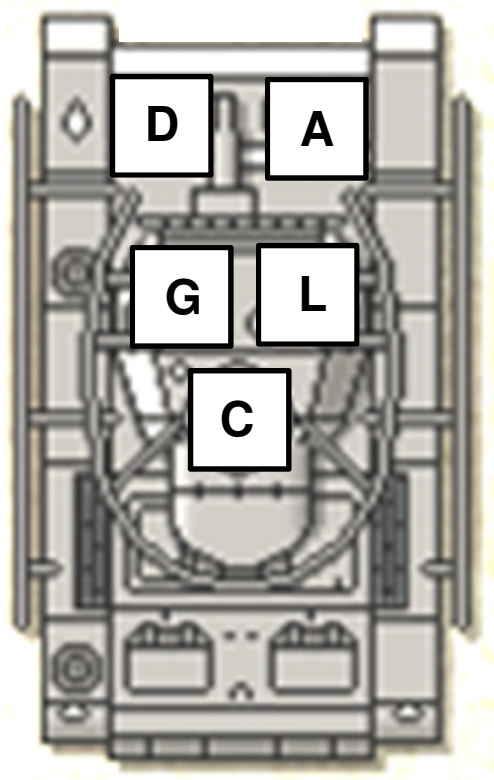
Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Smoke Disch'

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz III N



Characteristics

Gun: 75 s (75mm L24)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -8)
Gun Rounds: 56
Rate of Fire: 9+
Hull Armour: 6 / 3 / 5
Turret Armour: 6 / 3 / 3

	HE	AP	HCBI	HEAT
Gun Load				

Ready Rack Load: 8

Smoke
Disch'

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HCBI	0	1	2	3	4	5	6	7	8
HEAT	0	1	2	3	4	5	6	7	8

Spotting Restrictions

Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors